

Software Systems Verification and Validation

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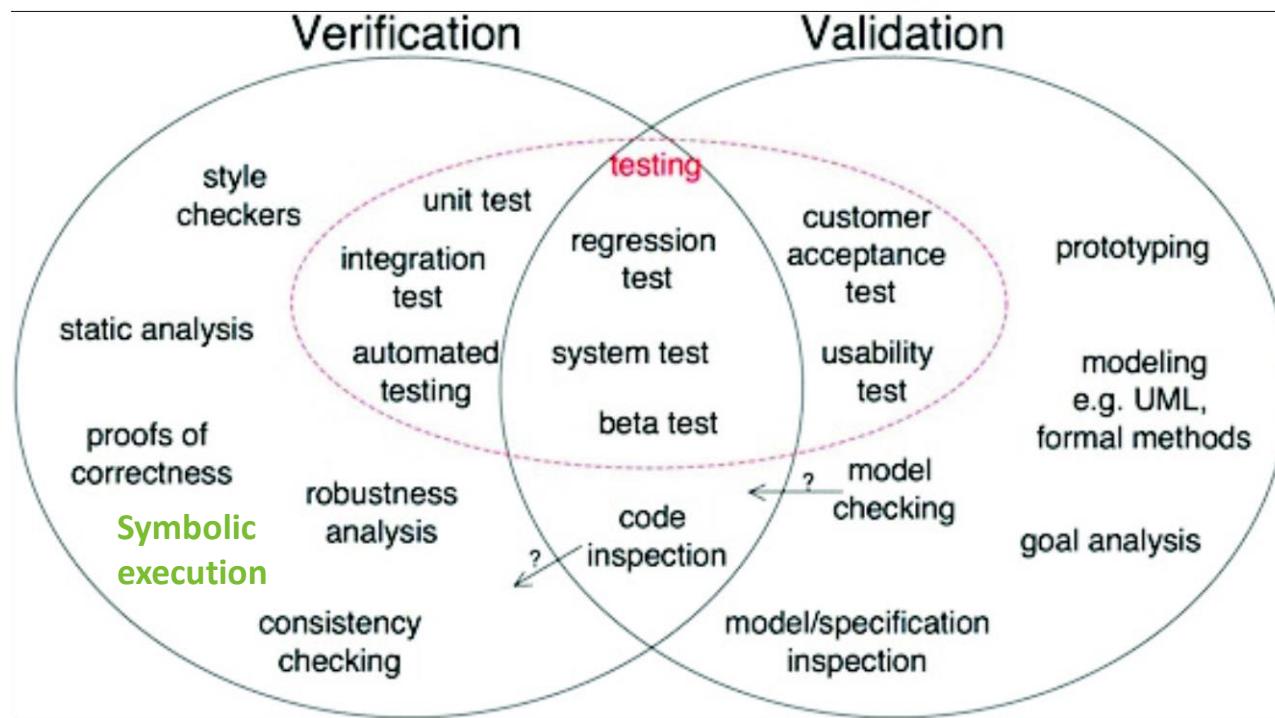
2019-2020

Lecture 12: Correctness



Sales paradigm - SSVV

- Motivate the STUDENT - what you will learn!



- <http://www.easterbrook.ca/steve/2010/11/the-difference-between-verification-and-validation/>

Outline

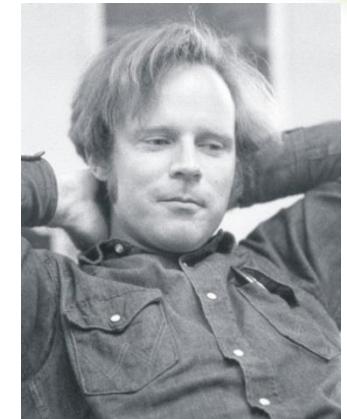
- Correctness
- Floyd's Method -Inductive assertions, Partial correctness, Termination
- Hoare Logic, Semantics of Hoare triples, Partial correctness, Total correctness
- Dijkstra's Language, Guarded commands, Nondeterminacy, Formal Derivation of Programs
- Developing correct programs from specification, Refinement, Rules of Refinement, Examples
- Static analysis, JML- Java Modeling Language, ESC/Java2- Extended Static Checker for Java
- Questions

Program verification methods - Correctness

- Lecture 1 - Verification and Validation
 - Verification/Validation
 - reviews products to ensure their quality → correctness
 - static and dynamic analysis techniques
 - A **correct program** is one that does exactly what it is intended to do, no more and no less.
 - A formally correct program is one whose correctness can be proved mathematically.
 - This requires a language for specifying precisely what the program is intended to do.
 - Specification languages are based in mathematical logic.
 - Until recently, correctness has been an academic exercise. – Now it is a key element of critical software systems.
- **Program verification - correctness**
 1. proof-based, computer-assisted, program-verification approach, mainly used for programs which we expect to terminate and produce a result
 2. model-based, automatic, property-verification approach, mainly used for concurrent, reactive systems (originally used in a post-development stage) - model checking (Lecture 8, Lecture 9)
 3. Developing correct algorithms from specification (Carroll Morgan, “Programming from Specification)
 - Correctness-by-Construction.
Originally intended as a mere means of programming algorithms that are correct by construction - Dijkstra (1968), Hoare (1971),
the approach found its way into commercial development processes of complex systems - Hall (2002), Hall and Chapman (2002)
2012, The Correctness-by-Construction Approach to Programming, Authors: Kourie, Derrick G., Watson, Bruce W.
2015, Experience with correctness-by-construction, B.W. Watson a, D.G. Kourie b, L. Cleophas b,*
2016, Correctness-by-Construction and Post-hoc Verification: Friends or Foes?, Maurice H. ter Beek1(B) , Reiner Hähnle2, and Ina Schaefer3
- **Correctness Tools**
 - Theorem provers (PVS), Modeling languages (UML and OCL), Specification languages (JML), Programming language support (Eiffel, Java, Spark/Ada), Specification Methodology (Design by contract)
- **Methods for proving program correctness**
 - Floyd’s Method - Inductive assertions
 - Hoare - Semantics of Hoare triples
 - Dijkstra’s Language- Guarded commands, Nondeterminacy and Formal Derivation of Programs

Floyd's Method - Inductive assertions [Flo67]

- **Applicability**
 - Partial correctness of the program
 - Termination of the program
 - Total correctness = Partial correctness + Termination of the program
- **Uses**
 - The condition satisfied by the initial values of the program.
 - The condition to be satisfied by the output of the program.
 - Source code of the program.
- **Method:**
 - Cut the loops
 - Find an appropriate set of inductive assertions.
 - Construct the verification/termination conditions.
- **Theorem:** If all verification conditions are true, then the program is partially correct, i.e., whenever it terminates the result is correct.
- **Remark.** The method is useful when it is combined with termination.



Robert W Floyd
(June 8, 1936 - September 25, 2001)

Floyd's Method - Inductive assertions [Flo67]

- Partial correctness - steps

- Cutting points are chosen inside the algorithm
 - 1 point at the beginning of the algorithm, 1 point at the end;
 - At least 1 point for each *loop* statement
- For each cutting point an assertion (invariant predicate) is chosen.
 - Entry point - $\varphi(X)$;
 - Ending point - $\psi(X, Z)$.
- Construction of the verification conditions
 - Path from i to j - α ;
 - P_i and P_j are assertions in i and j ;
 - $R_\alpha(X, Y)$ - predicate that gives the condition for path α ;
 - $r_\alpha(X, Y)$ - function that gives the transformations of the variables Y from path α ;
 - $\forall X \forall Y (P_i(X, Y) \wedge R_\alpha(X, Y) \rightarrow P_j(X, r_\alpha(X, Y)))$.
- Theorem: If all the verification conditions are true then P is partial correct.



Robert W Floyd
(June 8, 1936 - September 25, 2001)

Floyd's Method - Inductive assertions [Flo67]

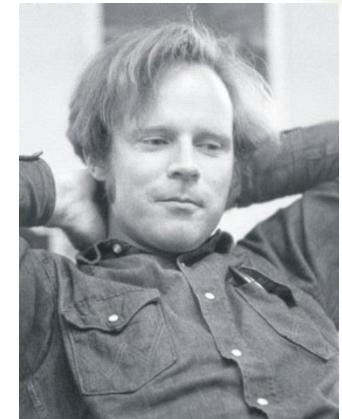
- Partial correctness - example

- Algorithm for $z = x^y$

```
z := 1; u := x; v := y;  
While (v > 0) execute  
  If (v is even)  
    then u := u * u; v := v/2;  
  else v := v - 1; z := z * u;  
  endIf  
endWhile  
endAlg;
```

A: $\varphi(X) ::= (v > 0 \wedge (y \geq 0))$
B: $\eta(X, Y) ::= z * u^v = x^y$

C: $\psi(X, Z) ::= z = x^y$



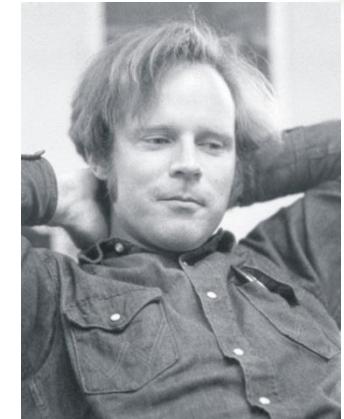
Robert W Floyd

(June 8, 1936 - September 25, 2001)

Floyd's Method - Inductive assertions [Flo67]

- Termination - steps

- Cut the loops and find “good” inductive assertions.
- Choose a well-formed set M (i.e., an ordered set without infinite strictly decreasing sequences)
- To demonstrate that some termination conditions hold: passing from one cutting point to another the values of some functions in the well-ordered set decrease.
- In point i a function is chosen $u_i : D_X \times D_Y \rightarrow M$ and the termination condition on α is:
$$\forall X \forall Y (\varphi(X) \wedge R_\alpha(X, Y) \rightarrow (u_i(X, Y) > u_j(X, r_\alpha(X, Y)))).$$
- **Remark.** If partial correctness was demonstrated then the termination condition can be:
$$\forall X \forall Y (P_i(X) \wedge R_\alpha(X, Y) \rightarrow (u_i(X, Y) > u_j(X, r_\alpha(X, Y)))).$$
- Theorem: If all the termination conditions hold then the program P terminates.



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Floyd's Method - Inductive assertions [Flo67]

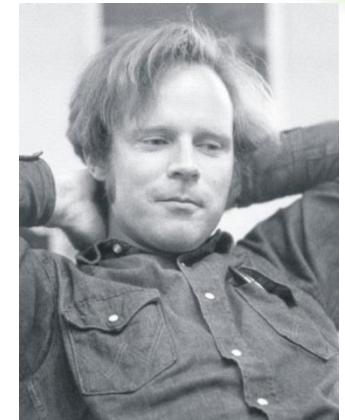
- Termination - example

- Algorithm for $z = x^y$

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A: $\varphi(X) ::= (v > 0 \wedge (y \geq 0))$
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Robert W Floyd
(June 8, 1936 - September 25, 2001)

Surprise!

Floyd's Method

- Inductive assertions, Partial correctness, Termination

3-5 minutes

Formative Assessment

Anonymous voting

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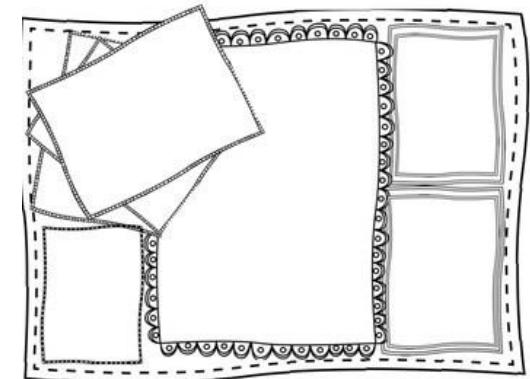
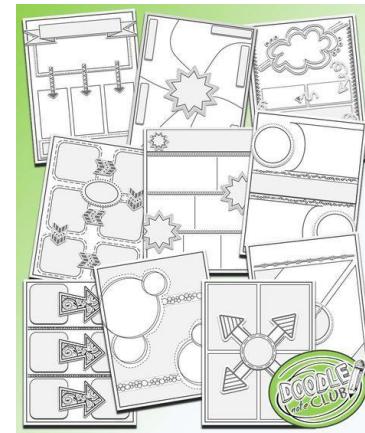
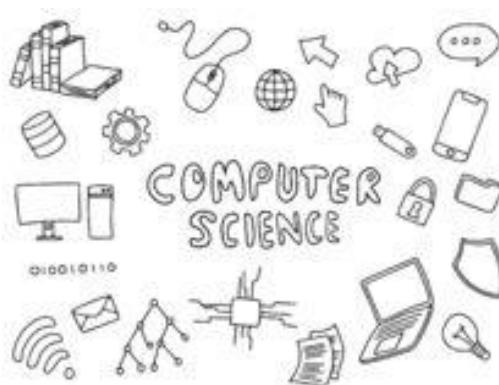
Formative Assessment

Hoare triples

Doodle map

Hoare Logic, Semantics of Hoare triples, Partial correctness, Total correctness

3-5 minutes



Hoare triples [Hoa69]

- The meaning of a statement is described by a triple
 - $\{\varphi\} P \{\psi\}$, where φ is called the precondition and ψ is called the postcondition.

$\{P\} S \{Q\}$

"when started in a state satisfying P , any terminating execution of S ends in a state satisfying Q "

- If P does not terminate, we make no guarantees.

- Partial correctness
 - $\models_{par} \{\varphi\} P \{\psi\}$
 - only if P actually terminates.
- Total correctness
 - $\models_{tot} \{\varphi\} P \{\psi\}$
 - the program P is guaranteed to terminate.



- The Grand Verification Challenge Hoare 2003
- Develop a compiler which verifies that the program is correct
- <https://vimeo.com/39256698>

Charles Antony Richard Hoare
(11 January 1934, Colombo, Sri Lanka)



An Advanced Study Institute of the
NATO Security Through Science Committee
and
the Institut für Informatik,
Technische Universität München, Germany,

Software System Reliability and Security

August 1 to August 13 2006

M. Broy (director)
O. Kupferman (director)
C.A.R. Hoare (co-director)
A. Pnueli (co-director)

Katharina Spies (secretary)

The Summer School is also substantially supported by
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and the town and the county of Marktberdorf



Hoare triples [Hoa69]

- Partial correctness

Rules

- Assignment
- Sequencing
- Conditional
- Loop



Charles Antony Richard Hoare
(11 January 1934, Colombo, Sri Lanka)

Hoare triples [Hoa69]

- Partial correctness

Assignment

General Form: for any expression E

- $\{P\} X := E \{Q\}$ provided $[P \Rightarrow \langle X \leftarrow E \rangle (Q)]$

- Consider the triple $\{P\} X := Y + 2 \{Q\}$
 - Given predicate Q , for what predicate P does this hold?
 - for any P such that $[P \Rightarrow \langle X \leftarrow Y + 2 \rangle (Q)]$
- Examples
 - $\{P_0\} X := Y + 2 \{X \leq Y + 2\}$
 $P_0 \equiv \text{true}$
 - $\{P_1\} X := Y + 2 \{X < 0\}$
 $P_1 \equiv (Y + 2 < 0)$
 - $\{P_2\} X := Y + 2 \{Y < 0\}$
 $P_2 \equiv (Y < 0)$
 - $\{P_3\} X := X + 2 \{X \text{ is even}\}$
 $P_3 \equiv (X \text{ is even})$



Charles Antony Richard Hoare
(11 January 1934, Colombo, Sri Lanka)

Hoare triples [Hoa69]

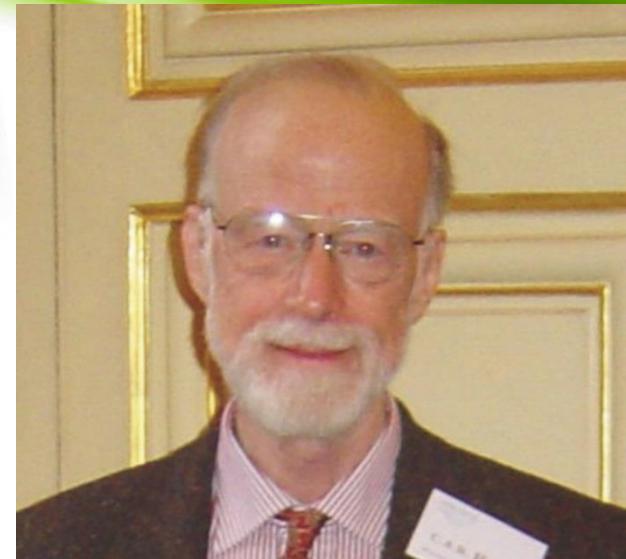
- Partial correctness

Sequencing

- We can conclude
 $\{P\} S; T \{Q\}$
if we can find a predicate R such that
 $\{P\} S\{R\}$ and $\{R\} T\{Q\}$

Examples

- $\{P_0\} X := 2 * X; X := X + 1 \{X > 0\}$
 $P_0 \equiv (2 * X + 1 > 0)$
- $\{P_1\} X := Y; Y := 3 \{X + Y < 5\}$
 $P_1 \equiv (Y + 3 < 5)$



Charles Antony Richard Hoare
(11 January 1934, Colombo, Sri Lanka)

Hoare triples [Hoa69]

- Partial correctness

Conditional

- We can conclude

$\{P\} \text{ IF } (C) \text{ THEN } S \text{ ELSE } T \text{ END}\{Q\}$

provided we can show

$\{P \wedge C\} S\{Q\}$ and $\{P \wedge \neg C\} T\{Q\}$

- Examples

- $\bullet \{?\} \{((x > y) \Rightarrow Q_0) \wedge ((x \leq y) \Rightarrow Q_1)\}$
 $\text{IF } (x > y) \text{ THEN } Q_0 : \{(m|x - y) \wedge (m|y)\}$

$x := x - y$

$\text{ELSE } Q_1 : \{(m|x) \wedge (m|y - x)\}$

$y := y - x$

END

$Q : \{(m|x) \wedge (m|y)\}$

- \bullet So our final proof obligations are

$[(x > y) \Rightarrow (m|x - y) \wedge (m|y)] \text{ and }$

$[(x \leq y) \Rightarrow (m|x) \wedge (m|y - x)]$



Charles Antony Richard Hoare
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Hoare triples [Hoa69]

- Partial correctness

Loop

- How can we conclude
 $\{P\} \text{ WHILE } (G) \text{ DO } S \text{ END } \{Q\}$
At the end of the loop (assuming it terminates), we know $\neg G$
But in general we don't know how often S is executed...
- Suppose we have a predicate J that is preserved by S
 $\{J\}S\{J\}$ such a J is called a loop invariant

Then, at the end of the loop, we can conclude

$$J \wedge \neg G$$

To establish the postcondition, we need J such that

$$[J \wedge \neg G \Rightarrow Q]$$

- We can conclude

$$\{P\} \text{ WHILE } (G) \text{ DO } S \text{ END } \{Q\}$$

provided we can find a loop invariant J such that

$$\begin{aligned}[P \Rightarrow J] \\ [J \wedge \neg G \Rightarrow Q] \\ \{G \wedge J\}S\{J\}\end{aligned}$$

J holds at loop entry
 J establishes Q at loop exit
 J is preserved by each iteration



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- Exponentiation using multiplication

$$\bullet \{(A > 0) \wedge (B \geq 0)\} S \{R = A^B\}$$

$$\{(A > 0) \wedge (B \geq 0)\}$$

$$R := ?; b := 0 \quad R := 1$$

WHILE ($b \neq B$) DO $J : R := A^b$

$$R := ?; R := R * A;$$

$$b := b + 1$$

END

$$\{R = A^B\}$$

Hoare triples [Hoa69]

- The meaning of a statement is described by a triple
 - $\{\varphi\} P \{\psi\}$, where φ is called the precondition and ψ is called the postcondition.

$\{P\} S \{Q\}$

“when started in a state satisfying P , any terminating execution of S ends in a state satisfying Q ”

- If P does not terminate, we make no guarantees.

- Partial correctness
 - $\models_{par} \{\varphi\} P \{\psi\}$
 - only if P actually terminates.
- Total correctness
 - $\models_{tot} \{\varphi\} P \{\psi\}$
 - the program P is guaranteed to terminate.

- The “total correctness” interpretation also requires termination

“when started in a state satisfying P , any execution of S must terminate in a state satisfying Q ”



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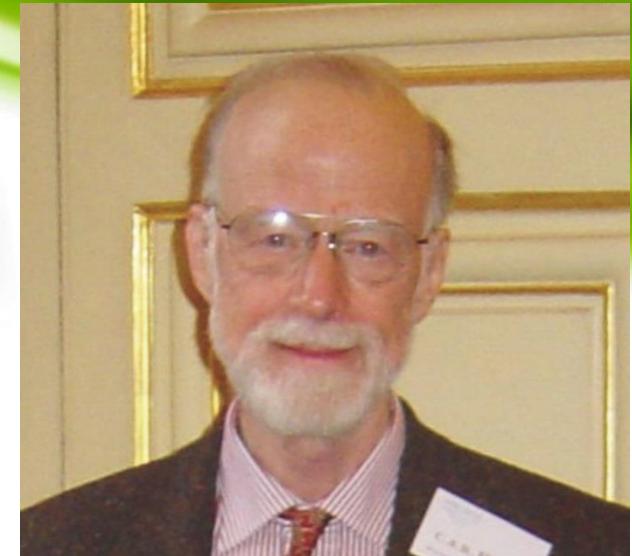
Hoare triples [Hoa69]

- Termination

Rules

- Assignment
- Sequencing
- Conditional
- Loop

- Assignment
 $\{P\} X := E \{Q\}$ provided $[P \Rightarrow (X \leftarrow E)(Q)]$
- Sequencing
 $\{P\} S; T \{Q\}$ provided
 $\{P\} S \{R\}$ and $\{R\} T \{Q\}$ for some R
- Conditional
 $\{P\} IF (G) THEN S ELSE T END \{Q\}$ provided
 $\{P \wedge G\} S \{Q\}$ and $\{P \wedge \neg G\} T \{Q\}$
- Note: Same as the rules for partial correctness!



Charles Antony Richard Hoare
(11 January 1934, Colombo, Sri Lanka)

- Total correctness rule for loops
- Consider
 $\{P\} WHILE (G) DO S END \{Q\}$
- How do we show that the loop terminates?
- One method
find an integer expression V such that
the value of V is nonnegative (that is $V \geq 0$), and
the value of V (strictly) decreases in every iteration that is,
 $\{V = K\} S \{V < K\}$
- Such an expression is called a "loop variant"

Hoare triples [Hoa69]

- Termination

Exponentiation using multiplication

- $\{(A > 0) \wedge (B \geq 0)\} S \{R = A^B\}$
- Recall loop invariant $J : R = A^b \wedge (B \geq b)$;

$\{(A > 0) \wedge (B \geq 0)\}$

$R := 1; b := 0$

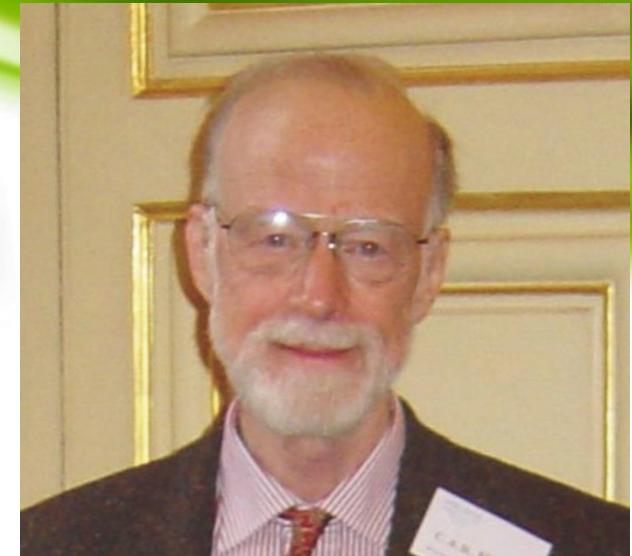
WHILE $(b \neq B)$ DO $J : R = A^b \wedge (B \geq b)$;

$R := R * A;$

$b := b + 1$

END

$\{R = A^B\}$



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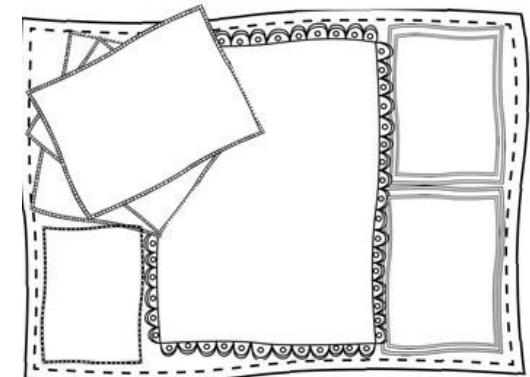
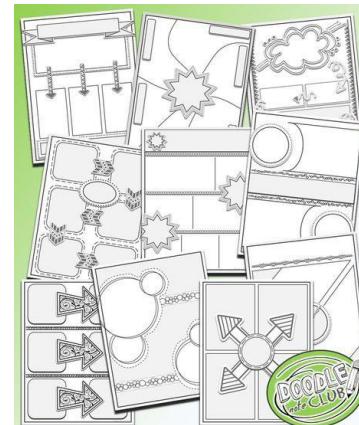
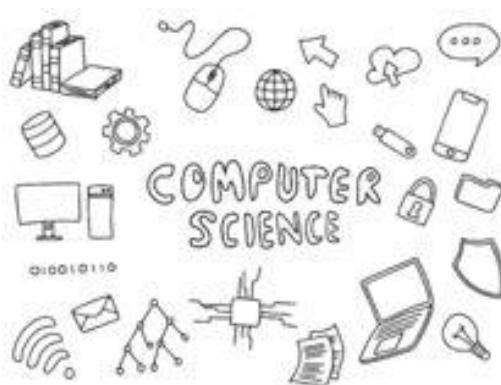
Surprise!

Formative Assessment

Hoare triples

Hoare Logic, Semantics of Hoare triples, Partial correctness, Total correctness

3-5 minutes



Send in Discord your notes!
Lecture Text Channel

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Surprise!

Formative Assessment

Dijkstra's Language,
Guarded commands,
Nondeterminacy,
Formal Derivation of Programs

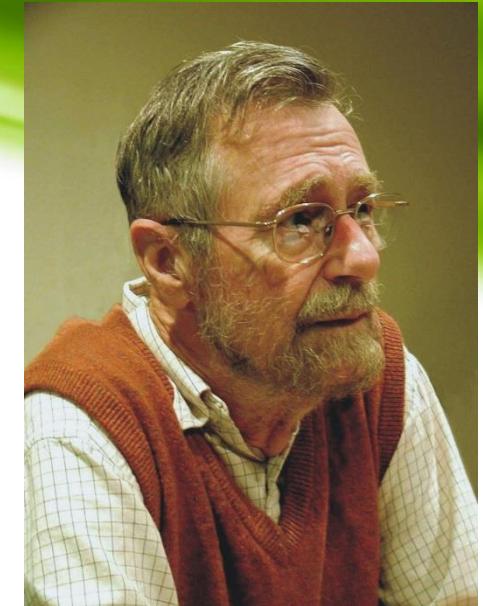
3-2-1 count down exercise

- 3 things you didn't know before
- 2 things that surprised you about this topic
- 1 thing you want to start doing with what you've learned

Edsger Wybe Dijkstra [Dij75]

- Guarded command

- “guarded command” - a statement list prefixed by a boolean expression: only when this boolean expression is initially true, is the statement list eligible for execution
- $\langle \text{guarded command} \rangle ::= \langle \text{guard} \rangle \rightarrow \langle \text{guarded list} \rangle$
- $\langle \text{guard} \rangle ::= \langle \text{boolean expression} \rangle$
- $\langle \text{guarded list} \rangle ::= \langle \text{statement} \rangle \{ ; \langle \text{statement} \rangle \}$
- $\langle \text{guarded command set} \rangle ::=$
 $\quad \langle \text{guarded command} \rangle \{ \square \langle \text{guarded command} \rangle \}$
- $\langle \text{alternative construct} \rangle ::= \mathbf{if} \langle \text{guarded command set} \rangle \mathbf{fi}$
- $\langle \text{repetitive construct} \rangle ::= \mathbf{do} \langle \text{guarded command set} \rangle \mathbf{do}$
- $\langle \text{statement} \rangle ::= \langle \text{alternative construct} \rangle \mid$
 $\quad \langle \text{repetitive construct} \rangle \mid \text{“other statements”}$



Edsger Wybe Dijkstra
(May 11, 1930 - August 6, 2002)

Edsger Wybe Dijkstra [Hoa69]

- Nondeterminacy

- Example 1

if $x \geq y \rightarrow m := x$

$\square y \geq x \rightarrow m := y$

fi

- Example 2 - compute k s.t. for fixed value n and fixed function $f(i)$ (*defined for $0 \leq i < n$*), k will eventually satisfy $0 \leq k < n$ and $(\forall i : 0 \leq i < n : f(k) \geq f(i))$.

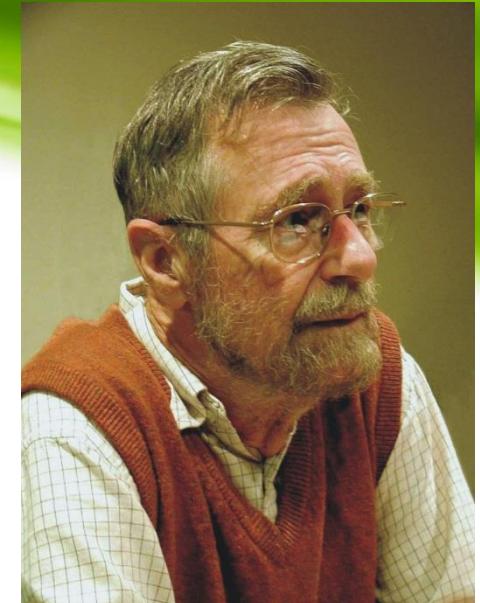
$k := 0; j := 1;$

do $j \neq n \rightarrow$ **if** $f(j) \leq f(k) \rightarrow j := j + 1$

$\square f(j) \geq f(k) \rightarrow k := j; j := j + 1$

fi

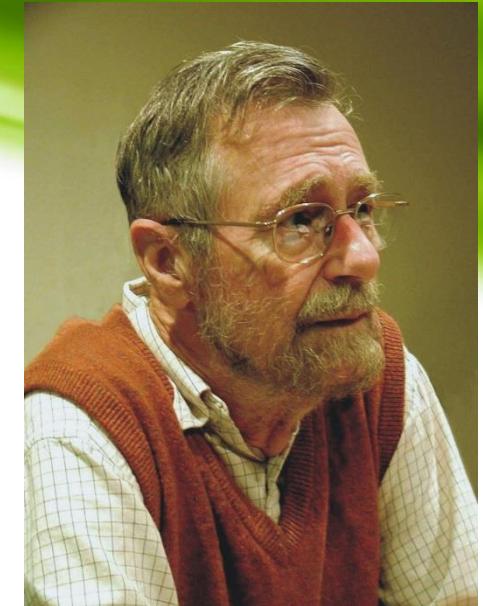
od



Edsger Wybe Dijkstra
(May 11, 1930 - August 6, 2002)

Edsger Wybe Dijkstra [Hoa69]

- Weakest pre-conditions
- Hoare - introduced sufficient pre-conditions such that the mechanism will not produce the wrong result but may fail to terminate.
- Dijkstra - introduced necessary and sufficient pre-conditions such that the mechanism are guaranteed to produce the right result.
 = weakest pre-conditions
- $\text{wp}(S, R)$, where S denotes a statement list, R some condition on the state of the system.
- wp - called a “ predicate transformer ” - because it associates a pre-condition to any post-condition R.



Edsger Wybe Dijkstra
(May 11, 1930 - August 6, 2002)

Edsger Wybe Dijkstra [Hoa69]

- Properties of wp

① Law of the Excluded Miracle

For any S, for all states: $wp(S, F) = F$

② For any S and any two post-conditions, such that for all states
 $P \Rightarrow Q$, for all states:

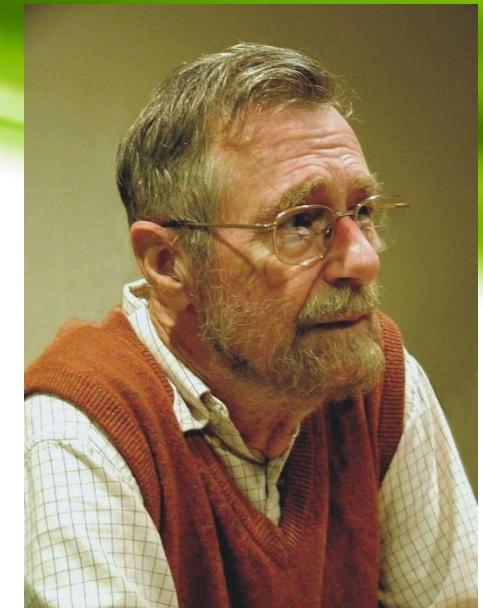
$$wp(S, P) \Rightarrow wp(S, Q)$$

③ For any S and any two post-conditions P and Q, for all states: (May 11, 1930 - August 6, 2002)

$$wp(S, P) \text{ and } wp(S, Q) = wp(S, P \text{ and } Q)$$

④ For any deterministic S and any post-conditions P and Q, for all states:

$$(wp(S, P) \text{ or } wp(S, Q)) \Rightarrow wp(S, P \text{ or } Q)$$



Edsger Wybe Dijkstra

Edsger Wybe Dijkstra [Hoa69]

Assignment and concatenation operator

- Assignment

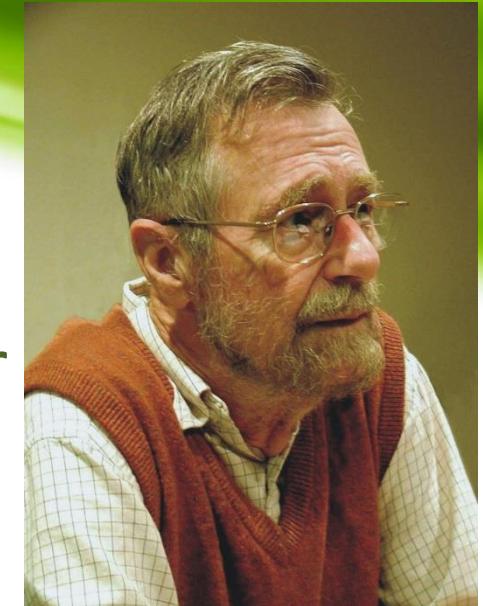
The semantics of $x := E$ are given by:

$wp("x := E", R) = R_E^x$, R_E^x -denotes a copy of the predicate defining R in which each occurrence of the variable x is replaced by E.

- Concatenation operator ;

The semantics of the ; operator are given by:

$wp("S1 ; S2", R) = wp(S1, wp(S2, R)).$

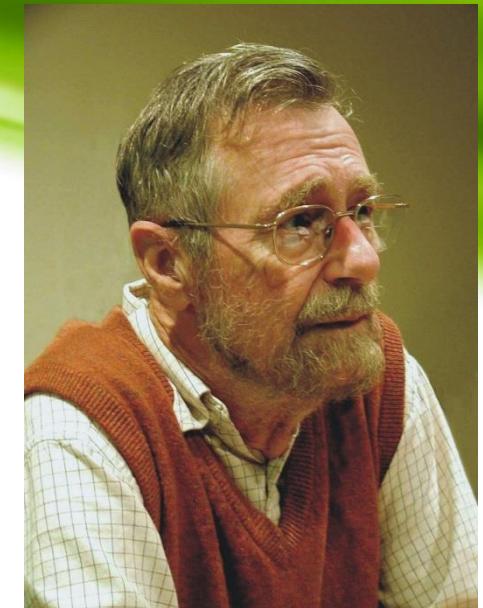


Edsger Wybe Dijkstra
(May 11, 1930 - August 6, 2002)

Edsger Wybe Dijkstra [Hoa69]

The Alternative Construct

- Let IF denote: **if** $B_1 \rightarrow SL_1 \square \dots \square B_n \rightarrow SL_n$ **fi**
Let BB denote: $(\exists i : 1 \leq i \leq n : B_i)$, then, by definition
 $wp(IF, R) = (BB \text{ and } (\forall i : 1 \leq i \leq n : B_i \Rightarrow wp(SL_i, R)))$.
- Theorem 1
From $(\forall i : 1 \leq i \leq n : (Q \text{ and } B_i) \Rightarrow wp(SL_i, R)$ for all states we can conclude that $(Q \text{ and } BB) \Rightarrow wp(IF, R)$ holds for all states.)
- Let t denote some integer function, and $wdec(S, t)$
- Theorem 2
From $(\forall i : 1 \leq i \leq n : (Q \text{ and } B_i) \Rightarrow wdec(SL_i, t))$ for all states we can conclude that $(Q \text{ and } BB) \Rightarrow wdec(IF, t)$ hold for all states.
- By definition,
 $wdec(S, t) = (tmin(X) \leq t(X) - 1) = (tmin(X) < t(X))$.

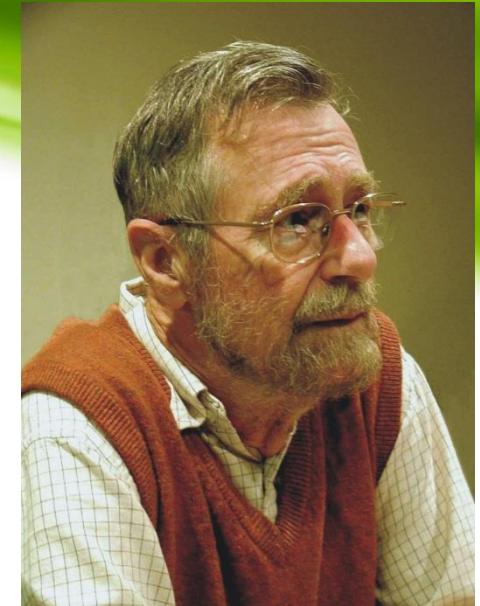


Edsger Wybe Dijkstra
(May 11, 1930 - August 6, 2002)

Edsger Wybe Dijkstra [Hoa69]

The Alternative Construct - example

- The formal requirements for performing $m := \max(x, y)$ is:
 $R : (m = x \text{ or } m = y) \text{ and } m \geq x \text{ and } m \geq y.$
- Assignment $m := x$ for $m = x?$
 $wp("m := x", R) = (x = x \text{ or } x = y) \text{ and } x \geq x \text{ and } x \geq y = x \geq y$
- Theorem 1: **if** $x \geq y \rightarrow m := x **fi**$
- But $B \neq T$, so we weakening BB means looking for alternatives which might introduce new guards.
- Alternative: " $m := y$ " that introduces the new guard
 $wp("m" := y, R) = y \geq x$
if $x \geq y \rightarrow m := x$
 $\square y \geq x \rightarrow m := y$
fi



Edsger Wybe Dijkstra
(May 11, 1930 - August 6, 2002)

Edsger Wybe Dijkstra [Hoa69]

- The Repetitive Construct

- Let DO denote: $\mathbf{do}B_1 \rightarrow SL_1 \square \dots \square B_n \rightarrow SL_n \mathbf{do}$

Let $H_0 = (R \text{ and non } BB)$

and for $k > 0$, $H_k(R) = (wp(IF, H_{k-1}(R))) \text{ or } H_0(R)$

then, by definition: $wp(DO, R) = (\exists k : k \geq 0 : H_k(R))$.

- Theorem 3

If we have all the states

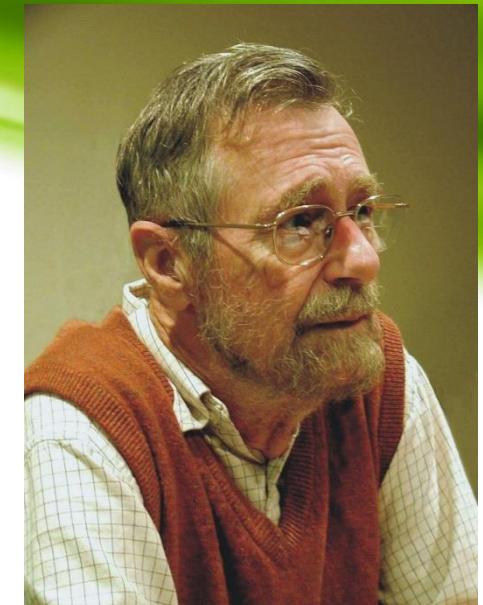
$(P \text{ and } BB) \Rightarrow (wp(IF, P) \text{ and } wdec(IF, t) \text{ and } t \geq 0)$ we can conclude that we have for all states $P \Rightarrow wp(DO, P \text{ and non } BB)$

- T is the condition satisfied by all states, and $wp(S, T)$ is the weakest pre-condition guaranteeing proper termination of S .

- Theorem 4

From $(P \text{ and } BB) \Rightarrow wp(IF, P)$ for all states, we can conclude that we have for all states

$(P \text{ and } wp(DO, T) \Rightarrow wp(DO, P \text{ and non } BB))$

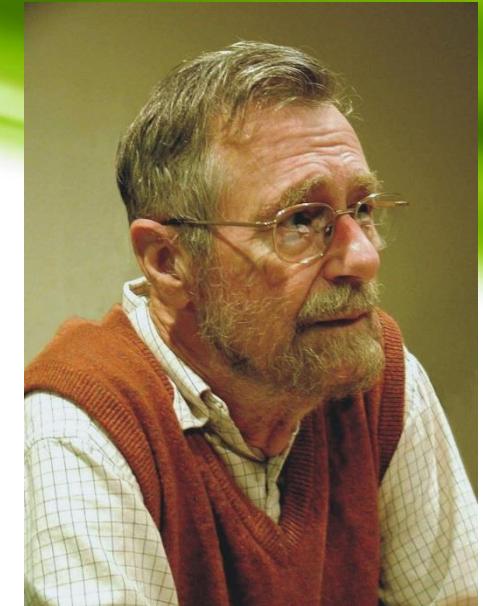


Edsger Wybe Dijkstra
(May 11, 1930 - August 6, 2002)

Edsger Wybe Dijkstra [Hoa69]

• The Repetitive Construct - example

- The greatest common divisor: $x = \gcd(X, Y)$
- Choose an invariant relation and variant function.
establish the relation P to be kept invariant
do "decrease t as long as possible under variance of P" **od**
- invariant relation (established by $x := X; y := Y$):
 $P : \gcd(X, Y) = \gcd(x, y)$ **and** $x > 0$ **and** $y > 0$
- $(P \text{ and } B) \Rightarrow wp(\text{"}x, y : E1, E2\text{"}, P)$)
 $= (\gcd(X, Y) = \gcd(E1, E2) \text{ and } E1 > 0 \text{ and } E2 > 0).$
 - $\gcd(X, Y) = \gcd(E1, E2)$ is implied by P
 - invariant for $(x, y) : wp(\text{"}x := x - y, P\text{"}) = (\gcd(X, Y) = \gcd(x - y, y)$ **and** $x - y > 0$ **and** $y > 0$), and guard $x > y$
 - decrease of the variant function $t = x + y$
 $wp(\text{"}x := x - y\text{"}, t \leq t_0) = (x \leq t_0)$
 $t_{min} = x$, $wdec(\text{"}x := x - y\text{"}, t) = (x < x + y) = y > 0$



Edsger Wybe Dijkstra
(May 11, 1930 - August 6, 2002)

- $x := X; y := Y$
do $x > y \rightarrow x := x - y$ **od**
- But P **and** BB - are not allowed to conclude $x = \gcd(X, Y)$
the alternative $y := y - x$ requires a guard $y > x$
- $x := X; y := Y$
do $x > y \rightarrow x := x - y$
 $\square y > x \rightarrow y := y - x$
od

Surprise!

Formative Assessment

Dijkstra's Language,
Guarded commands,
Nondeterminacy,
Formal Derivation of Programs

3-2-1 count down exercise

- 3 things you didn't know before
- 2 things that surprised you about this topic
- 1 thing you want to start doing with what you've learned

Send your notes in Discord!
Lecture Text Channel

Surprise!





Floyd, Dijkstra, Hoare (25XP)

- Robert Floyd OR Edsger Wybe Dijkstra OR Charles Antony Richard Hoare
- 1 page A4 information (electronic format and printed format)
 - short bio
 - profession
 - Institution
 - known by...
 - awards
 - interesting facts
- Feel free to select a format: plain text, mindmap, other
- Delivery:
 - Today, after 10 minutes - > today by 20.00 on canvas
 - 3-4 students per team

In-class

Take-home

Outline

- Correctness
- Floyd's Method -Inductive assertions, Partial correctness, Termination
- Hoare Logic, Semantics of Hoare triples, Partial correctness, Total correctness
- Dijkstra's Language, Guarded commands, Nondeterminacy, Formal Derivation of Programs
- Developing correct programs from specification, Refinement, Rules of Refinement, Examples
 - Correctness-by-Construction.**
Originally intended as a mere means of programming algorithms that are correct by construction - Dijkstra (1968), Hoare (1971), the approach found its way into commercial development processes of complex systems - Hall (2002), Hall and Chapman (2002) 2012, The Correctness-by-Construction Approach to Programming, Authors: **Kourie**, Derrick G., **Watson**, Bruce W. 2015, Experience with correctness-by-construction, B.W. Watson a, D.G. Kourie b, L. Cleophas b, 2016, Correctness-by-Construction and Post-hoc Verification: Friends or Foes?, M. Beek , R. Hahnle,I. Schaefer 2016, Correctness-by-Construction and Post-hoc Verification: A Marriage of Convenience? B. Watson, D. Kourie, I. Schaefer, L. Cleophas
- Static analysis, JML- Java Modeling Language, ESC/Java2- Extended Static Checker for Java
- Questions

Developing correct programs from specification [Mor98]

- Refinement

- Input data: X
Output data: Z
- Abstract program
 $Z : [\varphi, \psi]$
- Refinement
 $P_1 \prec P_2 \prec \dots \prec P_{n-1} \prec P_n$
- Rules of refinement
 - Assignment rule
 - Sequential composition rule
 - Alternation rule
 - Iteration rule

$$\begin{aligned}\varphi(X) \\ \psi(X, Z)\end{aligned}$$

Carroll
Morgan

https://my.cse.unsw.edu.au/staff/staff_details.php?ID=carrollm

Developing correct programs from specification [Mor98]

• Rules of Refinement

- Assignment rule: $[\varphi(v/e), \psi] \prec v := e$
- Sequential composition rule (γ – middle predicate)
 $[v_1, v_2] \prec [\eta_1, \gamma]$
 $[\gamma, \eta_2]$
- Alternation rule, $G = g_1 \vee g_2 \vee \dots \vee g_n$
 $[v_1, v_2] \prec$
if $g_1 \rightarrow [\eta_1 \wedge g_1, \eta_2]$
 $\square g_2 \rightarrow [\eta_1 \wedge g_2, \eta_2]$
 \vdots
 $\square g_n \rightarrow [\eta_1 \wedge g_n, \eta_2]$
fi
- Iteration rule $G = g_1 \vee g_2 \vee \dots \vee g_n$
 $[\eta, \eta \wedge \neg G] \prec$
do $g_1 \rightarrow [\eta \wedge g_1, \eta \wedge TC]$
 $\square g_2 \rightarrow [\eta \wedge g_2, \eta \wedge TC]$
 \vdots
 $\square g_n \rightarrow [\eta \wedge g_n, \eta \wedge TC]$
do

Developing correct programs from specification [Mor98]

- Examples

- See the file with the examples
 - One example is discussed during lecture.
- Book [Mor98]

Surprise!

Formative Assessment

Stop and Go

Outline

- Correctness
- Floyd's Method -Inductive assertions, Partial correctness, Termination
- Hoare Logic, Semantics of Hoare triples, Partial correctness, Total correctness
- Dijkstra's Language, Guarded commands, Nondeterminacy, Formal Derivation of Programs
- Developing correct programs from specification, Refinement, Rules of Refinement, Examples
- Static analysis, JML- Java Modeling Language, ESC/Java2- Extended Static Checker for Java
- Questions

Program verification methods - Correctness

- Lecture 1 - Verification and Validation
 - Verification
 - reviews products to ensure their quality → correctness
 - static and dynamic analysis techniques
 - A **correct program** is one that does exactly what it is intended to do, no more and no less.
 - A **formally correct program** is one whose correctness can be **proved** mathematically.
 - This requires a language for specifying precisely what the program is intended to do.
 - Specification languages are based in mathematical logic.
 - Until recently, correctness has been an academic exercise. – Now it is a key element of critical software systems
- **Program verification - correctness**
 - proof-based, computer-assisted, program-verification approach, mainly used for programs which we expect to terminate and produce a result
 - model-based, automatic, property-verification approach, mainly used for concurrent, reactive systems (originally used in a post-development stage) - model checking (Lecture 8, Lecture 9)
- **Correctness Tools**
 - **Theorem provers** (PVS), Modeling languages (UML and OCL), **Specification languages** (JML), Programming language support (Eiffel, Java, Spark/Ada), **Specification Methodology** (Design by contract)
- **Methods for proving program correctness**
 - Floyd's Method - Inductive assertions
 - Hoare - Semantics of Hoare triples
 - Dijkstra's Language- Guarded commands, Nondeterminacy and Formal Derivation of Programs

Program verification methods - Correctness

- **Software engineering problem:** building/maintaining **correct** systems.
 - How?
 - Specification
 - Tools
 - Formal Methods in Software Engineering
 - Formal languages guarantee
 - Precision (no ambiguity)
 - Certainty (modeling errors)
 - Automation (automatic verification tools).
- Things to do:
 - 1) make a **formal model**
 - 2) **specify properties** for the model
 - 3) **verify/check** the properties
- Formal methods and JML (Java Modeling Language):
 - 1) formal model is **Java programming language**
 - 2) the properties are specified in **JML**
 - 3) Properties may be
 - **Tested** using **jmlrac**
 - **Checked** using **ESC2Java**

Remark. ESC/Java tool - Topic of Laboratory 6!

What is JML?

- Gary T. Leavens's JML group at the University of Central Florida
- <http://www.eecs.ucf.edu/~leavens/JML//index.shtml>

Tools for using JML

- a behavioral interface specification language
- used to specify the behavior of Java modules
- combines
 - design by contract approach
 - the model-based specification approach
 - some elements of the refinement calculus

- Runtime assertion checkers (e.g. **jmlc/jmlrac**)
- Static checkers (**ESC2Java**)
- Test generation (e.g. **jmlunit**)
- Formal verification tools (e.g. **KeY**)
- Design tools (e.g. **AutoJML**)

Tools for JML

Runtime assertion checking with jmlc/jmlrac

- Special compiler inserts runtime tests for all JML assertions. Any assertion violation results in a special exception.
- checks specs at run-time
- only **tests** correctness of **specs**.
- **Find violations at runtime.**

JML web page

- <http://www.eecs.ucf.edu/~leavens/JML//index.shtml>

Extended static checking with ESC/Java

- Automatically tries to prove simple JML assertions at compile time.
- checks specs at compile-time
- **proves** correctness of **specs**.
- **Warn about likely runtime exceptions and violations.**

ESC/Java2 web page

<http://www.kindsoftware.com/products/opensource/ESCJava2/download.html>

Design by contract

Contract?

Method contract

Precondition

Specifies “caller’s responsibility”

- Constraints on parameter values and target object’s state.
- Valid object’s states, in which a method can be called.

Intuitively

- Expression that must hold at the entry to the method.

Postcondition

Specifies “implementation’s responsibility”

- Constraints on the method’s return value and side effects.
- Relation between initial and final state of the method.

Intuitively

- Expression that must hold at the exit from the method.

Class contract

Invariant

- Specifies caller’s responsibility at the entry to a method and implementation’s responsibility at the exit from a method.
- Valid states of class instances (values of fields).

Intuitively

- Expression that must hold at the entry and exit of each method in the class.

Tools for JML

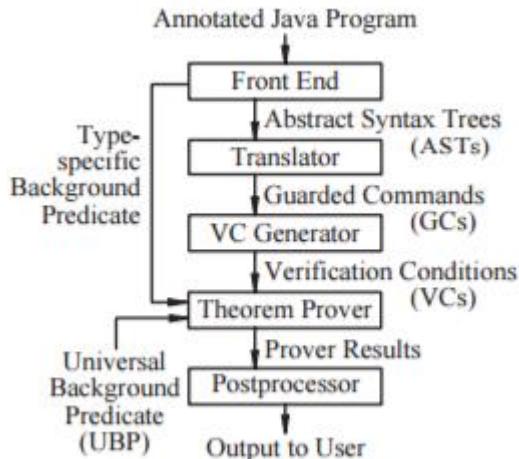
Runtime assertion checking with jmlc/jmlrac

- Special compiler inserts runtime tests for all JML assertions. Any assertion violation results in a special exception.
- checks specs at run-time
- only **tests** correctness of **specs**.
- **Find violations at runtime.**

jmlc and jmlrac – by example

- Compile and Run
- Compile
- jmlc FileName.java
- Run
- jmlrac FileName listOfParam

- Demo 01: Factorial
- Demo02: Integer sqrt



- Unsound ?
- Incomplete ?

Tools for JML

Extended static checking with ESC/Java

- Automatically tries to prove simple JML assertions at compile time.
- checks specs at compile-time
- proves correctness of specs
- Warn about likely runtime exceptions and violations.

ESC/Java2 – by example

- Run
- escj FileName.java

- Demo 01: Fast exponentiation
- Demo 02: MyArray
- Demo 03: MySet

Surprise!

Didactic - Lecture 12 - Teaching-Learning -
Formative-Summative Assessment

No name required (only on paper).

25 xp

No time

Questions

- Thank You For Your Attention!

Surprise!





Bug report - Study (50XP)

- The tasks should be done INDIVIDUALLY
- All associated tasks must be done
 1. Read InstructiuniFormular.pdf provided at the link below
 2. Install GnucashAndroid_v2.1.3.apk provided at the link below
 3. For each bug report (5 bug reports)
 1. Try to reproduce each bug report
 2. The Questionnaire for the reproduction yes/no of each bug report.
- <https://drive.google.com/drive/folders/1c00PhsBZ-q-V2oKzDf6YYWHuklRVtWm>
- Informed agreement. I agree to participate in the proposed study - "Bug report-Study". I was informed here that I will receive as bonus points extra 50 XP following the participation in this stud.
The processing of the data will be done with confidentiality regarding the identity of the participants.
- Submit the results in canvas – by Monday 25 May 2020, h: 20:00

Take-home

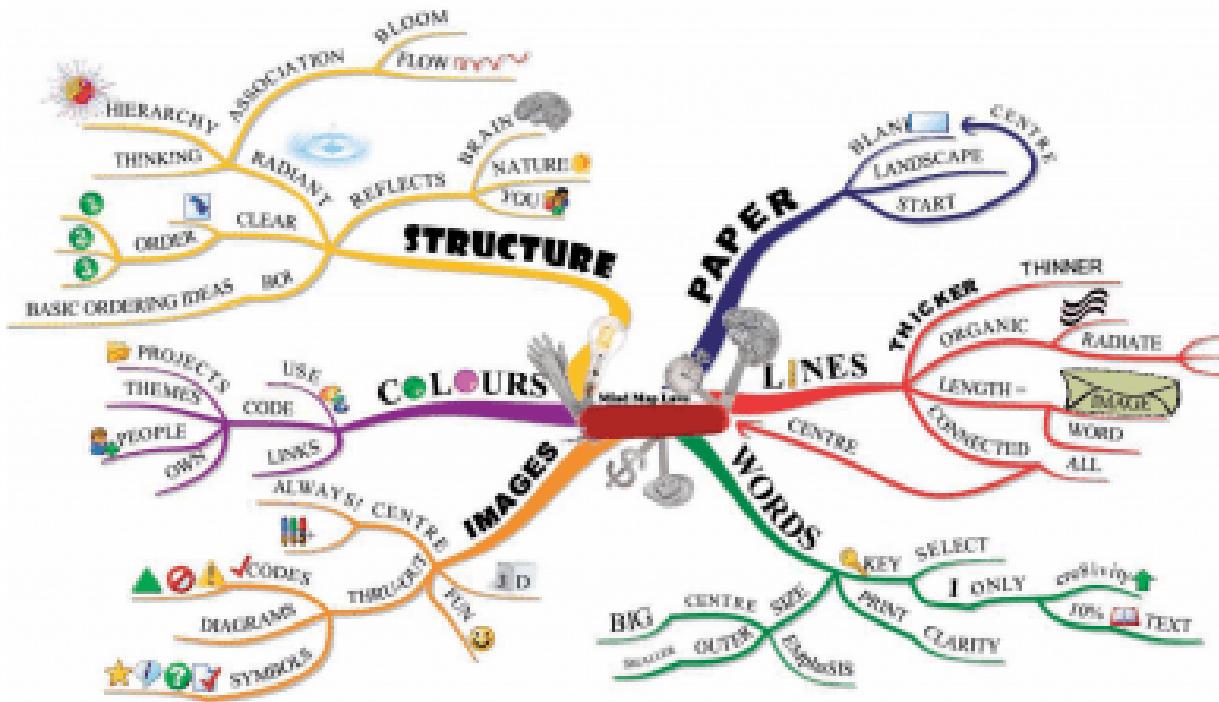
Surprise!



Surprises!

- Experiment: Mindmapping

How to Mind Map®



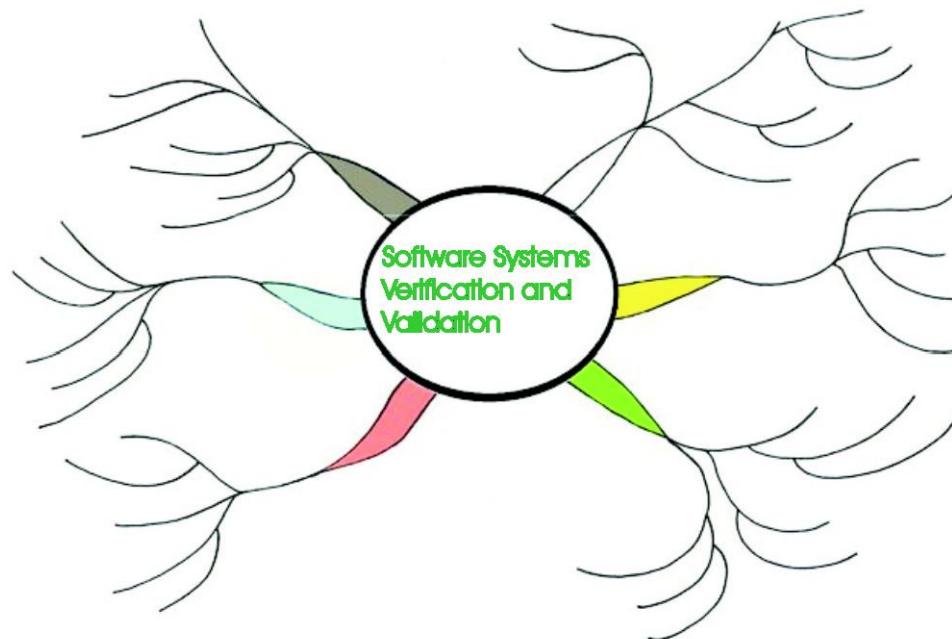
Quick Start Guide

7 Steps to Better Thinking

1. Set your purpose/goal.
2. Start in the CENTRE of blank paper turned sideways.
3. Quickly sketch an IMAGE of your focus in the centre.
4. Use at least 3 COLOURS, for emphasis, structure, texture, creativity.
5. Draw curved lines, radiating from centre (thick to thin) CONNECTING main branches to central image & at each level.
6. Use 1 key word or image per line for more power and flexibility in thinking.
7. Use images throughout as a picture paints a 1,000 words.

Surprises!

- Experiment: Mindmaping
“Software System Verification and Validation” in the next 5 minutes!



© Paul Foreman <http://www.mindmapinspiration.com>

- Earn: 25 XP in Lecture 12
(if the second mindmap is created)

References

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